

Wii™

The cover art features a large, detailed dragon-like monster (Tetranodon) in the background, roaring with its mouth open. In the foreground, a hunter in silver armor is seen from behind, riding a large, brown, furry creature (a Mammoth). The scene is set in a dynamic, action-filled environment with water splashing and other smaller monsters visible in the distance. The title 'MONSTER HUNTER 3 Tri' is prominently displayed in the center, with 'MONSTER HUNTER' in a metallic, blocky font, '3' in a large, ornate golden font, and 'Tri' in a smaller, stylized font below it. A large, intricate golden emblem is positioned behind the '3'.

MONSTER HUNTER 3 Tri

INSTRUCTION BOOKLET

CAPCOM®

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions Eye or muscle twitching Altered vision
Loss of awareness Involuntary movements Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.




⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

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⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



Starting the Game

Insert the Monster Hunter Tri Demo disk into the Wii's disc slot. The Wii console will then power on automatically, and when the Health and Safety screen is displayed, confirm the contents and press (A).

Point to "Disc Channel" on the Wii Menu and press (A).

Point to "Start" and press (A). The Strap Usage screen will be displayed.

When your wrist strap is secured tightly, press (A). The Title Screen will be displayed.

Press (A). The game will begin.

Playing the Monster Hunter Tri Trial

Welcome to the world of Monster Hunter Tri! In this demo, you will be able to hunt two kinds of giant monsters.

Check your Control Type

Choose your preferred method of control. Your choices are Freestyle, Classic Style 1, and Classic Style 2.

Confirm Quest

Choose the Quest you would like to try. You can try your hand at hunting either a Great Jaggi or a Qurupeco.

Choose weapon

Choose your weapon. Different weapons have different attributes, so remember to choose wisely.

Begin the Quest!

Once you have made all your selections, the Quest will begin. Find the monster within the time limit and make use of all your items, strength and techniques to hunt it down.

To all members of the Hunter's Guild

Hunting Basics

Clock
Displays the amount of time remaining in the Quest. Once time runs out, you will fail the Quest if you have not yet completed your objective.

Health Gauge
Stamina Gauge
Indicates your remaining Health and Stamina. You will fall unconscious if you lose all your Health, and you will become unable to sprint or dodge attacks without Stamina.

Oxygen Gauge
Indicates the amount of time you can hold your breath. This gauge will decrease when you dive under water, and if it runs out completely, your Health will start to decrease in its place. Try to get to the surface to breathe before it gets too low!

Status Icons
The icons shown here indicate when a hunter is inflicted with the status they represent.

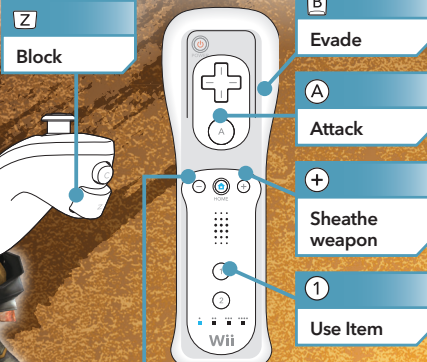
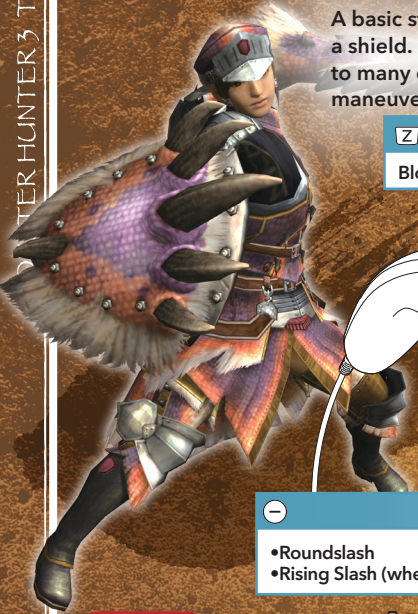
Fire Resistance Down
Indicates that you have become weak to fire-based attacks.

Fireblight
Gradually reduces health. Jump in some water or repeat evasive maneuvers to recover.

Life Drain
Indicates that a blood-sucking parasite has attached itself to your body. Shake it off with evasive maneuvers.

Sword and Shield

A basic style that employs both a sword and a shield. Popular for its flexibility in adapting to many different situations and for its high maneuverability.



- :
 - Roundslash
 - Rising Slash (when used in combination with Control Stick)

Attacks

Horizontal



- A while Horizontal → Chop
- A three times while Horizontal → 3 Hit Combo

Right



- Twist Wii Remote Right and A twice → Shield Attack → Back Knuckle (underwater: Shield Attack → Rising Slash)
- Twist Wii Remote Left and A → Side Slash

Left



- Swing the Wii Remote or hold the Wii Remote upright and A → Jumping Slash (underwater: Rush Attack)

Upright



Swing

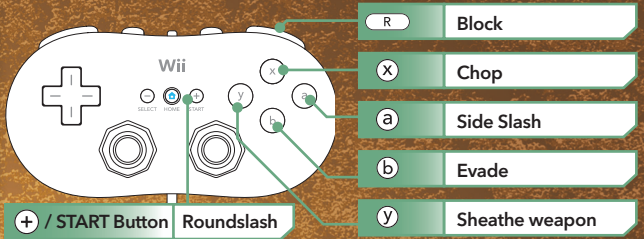


You can use items while your weapon is drawn

When using the Sword and Shield, you can continue to use items even while your weapon is drawn.

Sword and Shield with Classic Controller

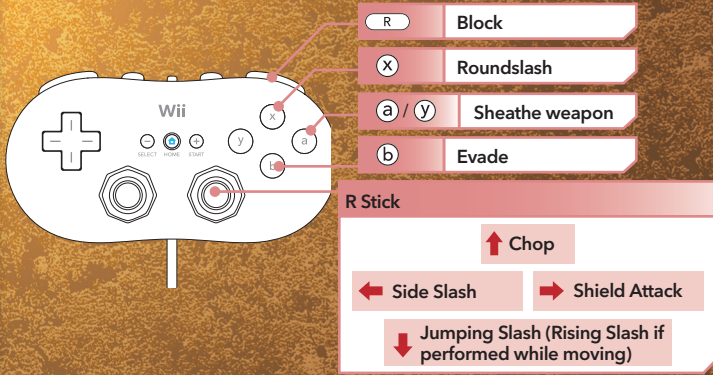
Classic Style 1



By combining different buttons, the following kinds of techniques can be used.

- With weapon sheathed: X + a → Take out weapon and perform a Jumping Slash
- R + X + a → Take out weapon and block
- Y while blocking → Use item
- X while blocking → Block Slash
- L Stick + a → Shield Attack
- X + a → Jumping Slash
- L Stick + X → Rising Slash

Classic Style 2

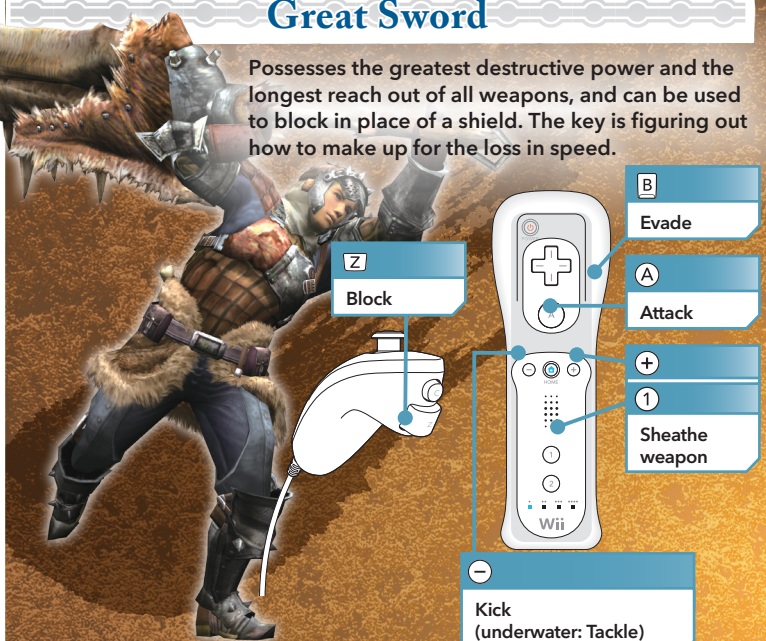


When using Classic Style 2, the R Stick can be tilted in different directions to perform various techniques.

*When underwater, the Jumping Slash will change to Rush Attack.

Great Sword

Possesses the greatest destructive power and the longest reach out of all weapons, and can be used to block in place of a shield. The key is figuring out how to make up for the loss in speed.



Attacks

Horizontal



- (A) while Horizontal OR Swing → Overhead Slash
- (A) three times while Horizontal → 3 Hit Combo

Right



- Twist Wii Remote Right and (A) → Rising Slash
- Twist Wii Remote Left and (A) → Wide Slash

Left



- Charged Slash
- Upright and hold down (A) → Begin charging
- Swing the Wii Remote OR release (A) → Charged Slash

Upright



Swing

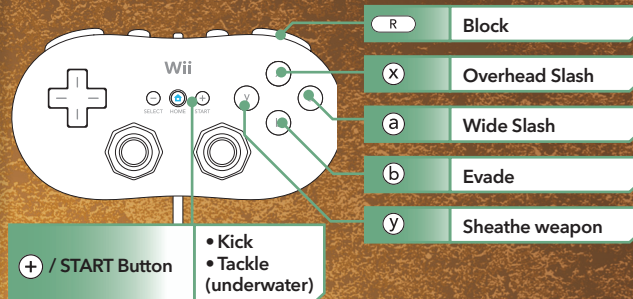


Put the Charged Slash to good use

The Charged Slash, which builds up power before unleashing it all at once, is a powerful technique only available to Great Sword wielders. However, be aware that while it does let you deal lots of damage to monsters, it will also leave you defenseless while you are charging.

Great Sword with Classic Controller

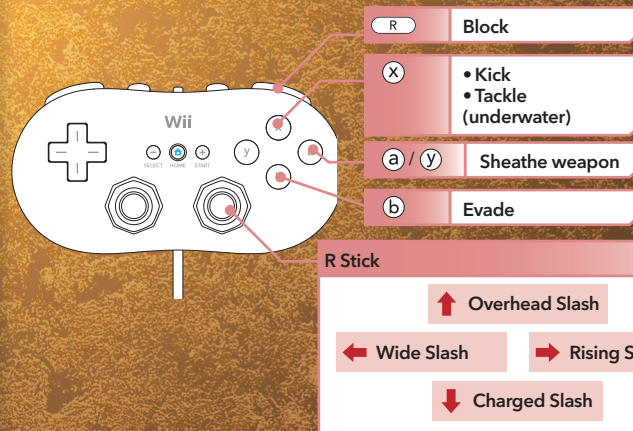
Classic Style 1



By combining different buttons, the following kinds of techniques can be used.

L Stick + X	Take out weapon and perform a Vertical Slash	R + X + a	Take out weapon and block
X + a	Rising Slash	Hold down X	Charged Slash

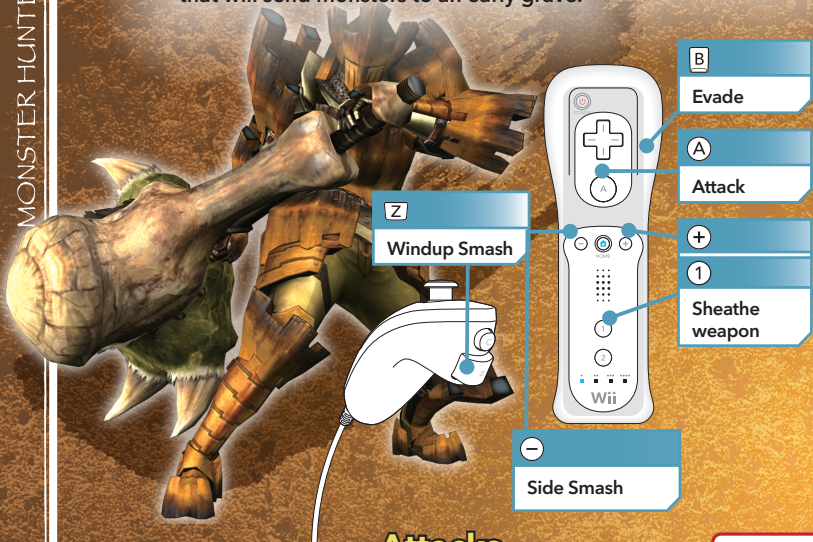
Classic Style 2





When using Classic Style 2, the R stick can be tilted in different directions to perform various techniques.

Hammer

A melee weapon that sacrifices defense to focus purely on offense. Charge up its power to unleash a variety of techniques that will send monsters to an early grave.



Attacks

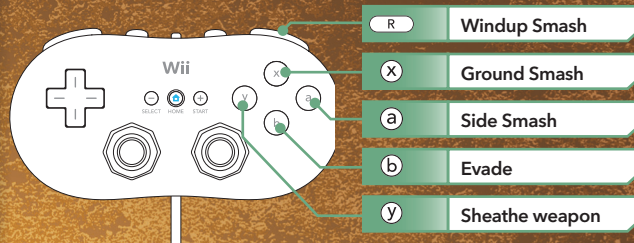
- | | |
|--|--|
| <p>(A) three times while Horizontal → Ground Smash Combo</p> <p>Twist Wii Remote Right and (A) OR (-) → Side Smash</p> <p>(Z) → Begin charging → release to unleash Windup Smash</p> <p>(Z) and (-) while weapon is put away → Take weapon out and begin to charge</p> <p>After charging to maximum, release (Z) while tilting the Control Stick → Roundslash → press (A) for a follow-up attack</p> | <p>Horizontal</p>  <p>Right</p>  |
|--|--|

A variety of Windup Smashes

The Hammer's Windup Smashes will change depending on how long they are charged. You can continue to move about freely as your weapon charges, but be aware that your stamina gauge will also decrease while you charge.

Hammer with Classic Controller

Classic Style 1

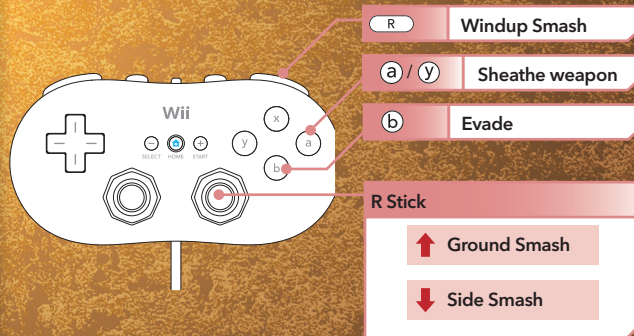


By combining different buttons, the following kinds of techniques can be used.

L Stick + X → Take out weapon and perform an Draw Smash

R + X + a → Take out weapon and perform a Windup Smash

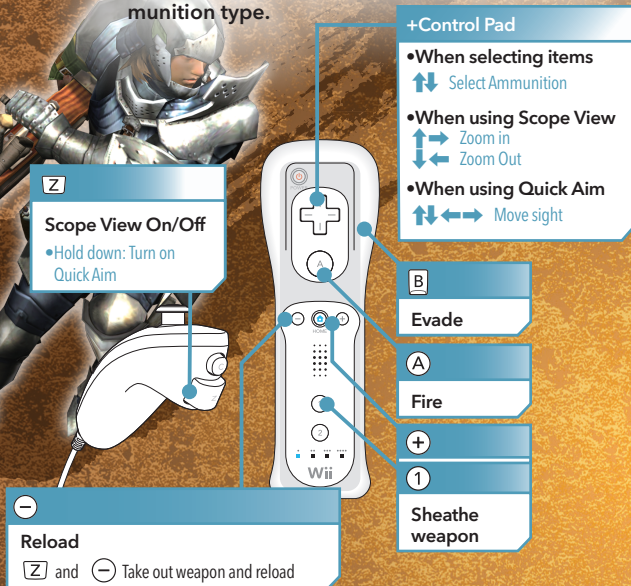
Classic Style 2



When using Classic Style 2, the R stick can be tilted in different directions to perform various techniques.

Bowgun

A giant firearm that can shower enemies with bullets from long range. Can be used for anything from support to explosives by changing its ammunition type.



Attacks

Swing



Swing the Wii Remote → Bash target with Bowgun

Weight Difference

There are two main types of Bowgun that are classified by weight: the Light Bowgun, and the Heavy Bowgun. The different types of Bowgun will affect their user's behavior in a number of ways. For example, the Heavy Bowgun's weight will prevent its user from being able to move as quickly as usual.

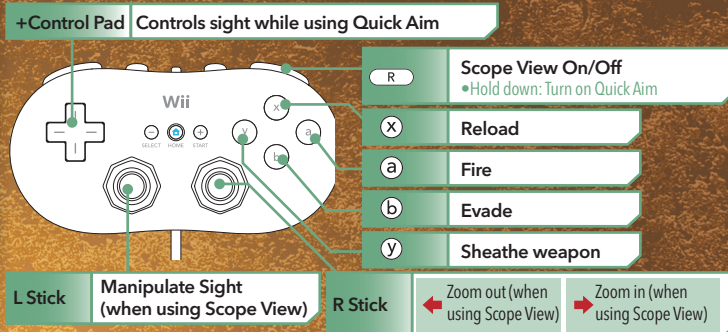
Using the Sight

Scope View Move the sight with the Control Stick. Allows for precision aiming, but its user cannot move while using it.

Quick Aim Irradiates its target with a red dot that can be controlled using the +Control Pad. The user can also move around while using the sight.

Bowgun with Classic Controller

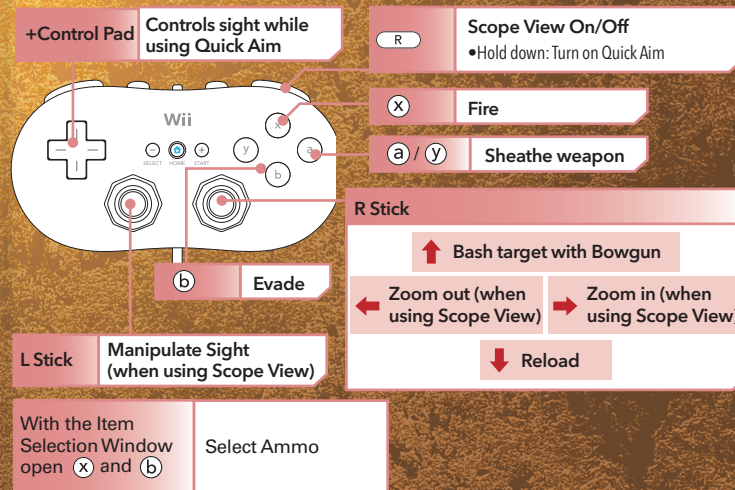
Classic Style 1



By combining different buttons, the following kinds of techniques can be used.

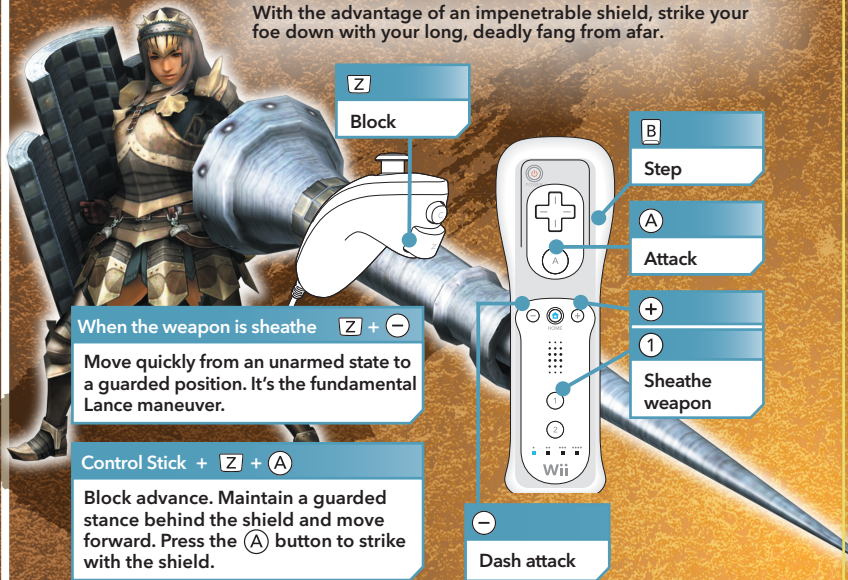


Classic Style 2



Lance

With the advantage of an impenetrable shield, strike your foe down with your long, deadly fang from afar.



When the weapon is sheathed **Z + -**
Move quickly from an unarmed state to a guarded position. It's the fundamental Lance maneuver.

Control Stick + **Z + A**
Block advance. Maintain a guarded stance behind the shield and move forward. Press the **A** button to strike with the shield.

Attacks

Horizontal



- A** while Horizontal → Mid-thrust
- Twist Wii Remote right and **A** → Wide Slash

Right



- Twist Wii Remote left and **A** → High thrust
- Upright and hold down **A** → Counter-thrust

Upright



Left



Blocking: the key to the Lance

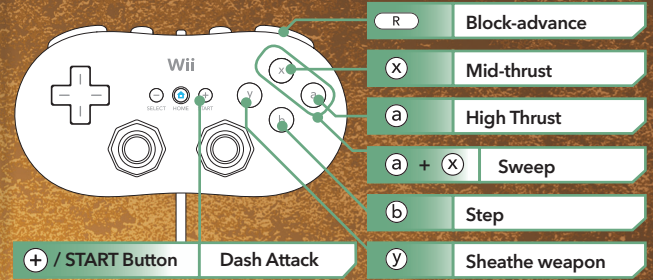
Only masters of the Block advance can be called true Lancers!

Unlike most other weapons, the Lance isn't good for speedy evasive maneuvers – what's more, it makes for oppressively slow movement when it's out and at the ready. To overcome these obstacles, it's imperative that Lance hunters know how to make the most of the block maneuver.

The Block advance can come in handy in a wide variety of situations. You can even combat monster breath with a Block advance → Approach → Shield Attack → Mid-Thrust!

Lance with Classic Controller

Classic Style 1

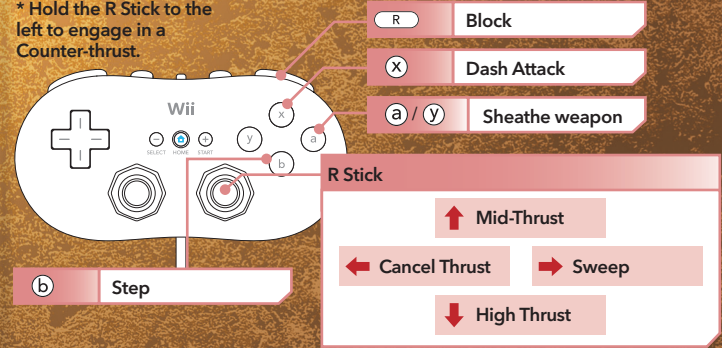


By combining different buttons, the following kinds of techniques can be used.

- Hold **R** while moving and press **X** → Block Advance
- R + X + a** → Take out weapon and Draw-block
- X** during Block-Advance → Shield Attack
- X** during Dash Attack → Finishing Blow
- b** during Dash Attack → Quick Halt
- a** While Blocking → Cancel Thrust
* Continue pressing **R** to engage in a Counter-thrust

Classic Style 2

* Hold the R Stick to the left to engage in a Counter-thrust.



When using Classic Style 2, the R stick can be tilted in different directions to perform various techniques.

Switch Axe

New technology has brought forth a miraculous new weapon of phantasmagoric might.

Axe Mode

- Sword Mode
- Reload (when gauge is falling)

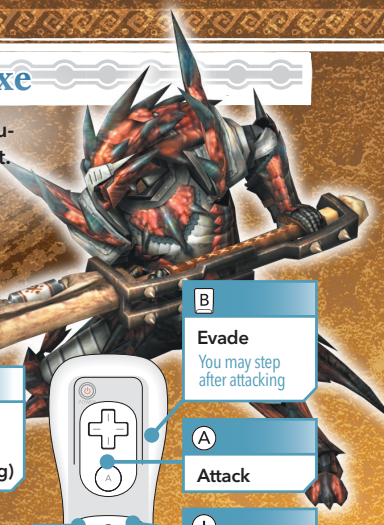
When the weapon is sheathed **Z** + **-**
Changes from an unarmed state to sword mode. Reloads when the gauge is falling.

Pressing **A** while in motion
Forward slash. Press **Z** to switch to sword mode

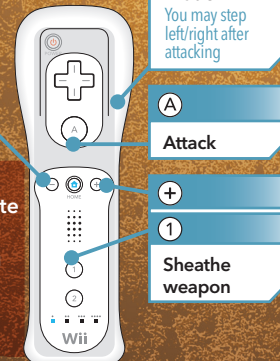
Sword Mode

- Element Discharge
Once pressed, continue to repeatedly press **-** or **A** to execute a barrage of attacks with an elemental discharge finish.

In sword mode, the phials built in to the weapon can use slash gauge energy to execute special attacks. Depleted gauges will recover slowly with time, but just know that when you see the "RELOAD" display, you can reload to replenish the gauge. If the gauge reaches 0, the weapon will return to axe mode.

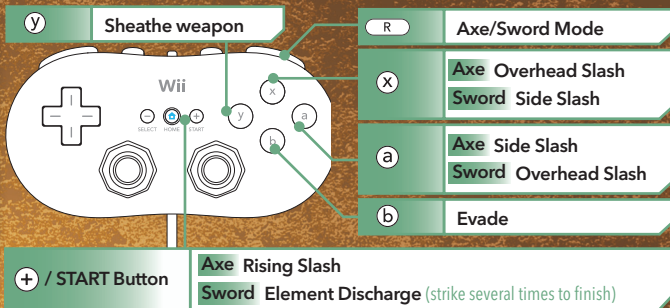


- Rising slash



Switch Axe with Classic Controller

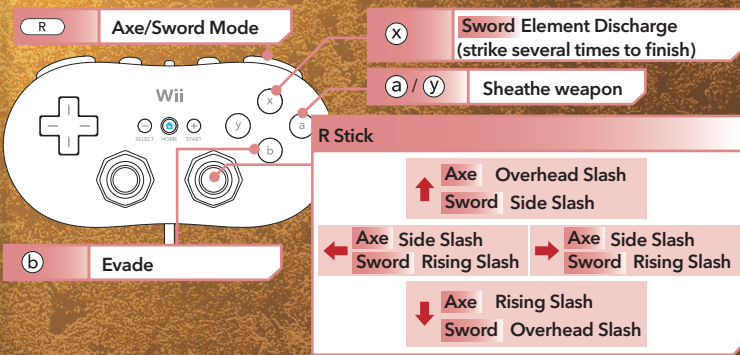
Classic Style 1



By combining different buttons, the following kinds of techniques can be used.

R + X + a	Take out weapon and perform an attack in Sword mode	L stick up + a	While moving forward Sword Overhead Slash
X while moving	Axe Forward Slash	R after Side Slash in Sword mode	Sword Morph Slash
R after Forward Slash in Axe mode	Axe Morph Slash	X multiple times	Axe Hack 'n' Slash

Classic Style 2



When using Classic Style 2, the R stick can be tilted in different directions to perform various techniques.

Long Sword

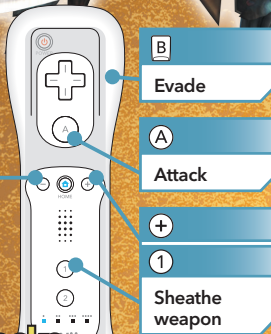
With beauty in its strength, this spirited blade slices through steel like paper.

A direct hit with the Long Sword increases the spirit gauge. This gauge decreases with every use of the "Spirit Blade", but when charged to capacity, it will remain full for a given period of time.



- Wii Remote horizontal – Fade Slash
- Twist the Wii Remote left– Left Moving Slash
- Twist the Wii Remote right – Right Moving Slash

- While blade is sheathed Z + -
- Take out weapon and perform a Spirit Blade attack



Combo Attacks



A while Horizontal Step Slash → Overhead Slash
Thrust → Rising Slash



Twist Wii Remote Left/Right and A Thrust → Rising Slash → Overhead Slash



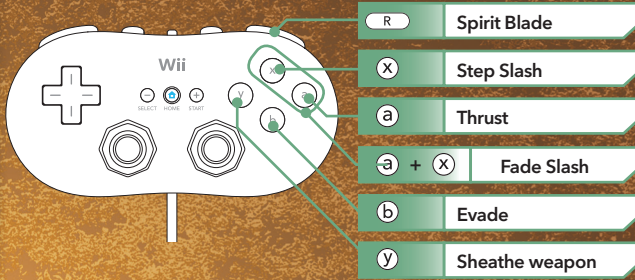
- When you hit a monster with a Spirit Roundslash, the spirit gauge color changes and attack power increases.
- The weapon is sheathed after completing a Spirit Roundslash.
- Press **A** after a Spirit Blade combo



It takes a while to build this attack power-boosting gauge up to red. You can maintain the white and yellow border until you fall unconscious, but the far more powerful red border will expire after a certain amount of time. Pull off a Spirit Roundslash when the gauge is red and hit your foe with all your might.

Long Sword with Classic Controller

Classic Style 1



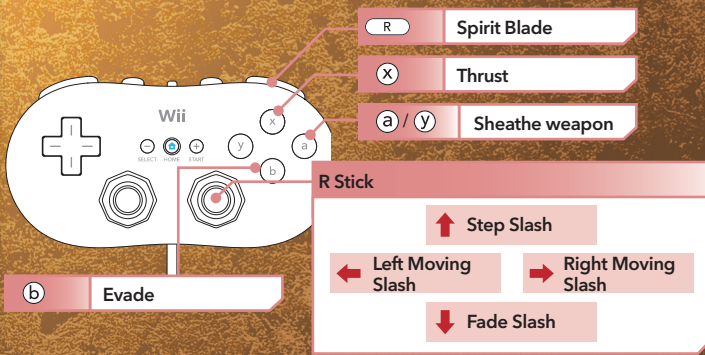
By combining different buttons, the following kinds of techniques can be used.

R after a Spirit Slash III Spirit Roundslash

R + X + a Take out weapon and perform a Spirit Blade attack

During a combo attack: L Stick left or right + **X + a** Moving Slash

Classic Style 2



When using Classic Style 2, the R stick can be tilted in different directions to perform various techniques.

Notes

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.

Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.



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